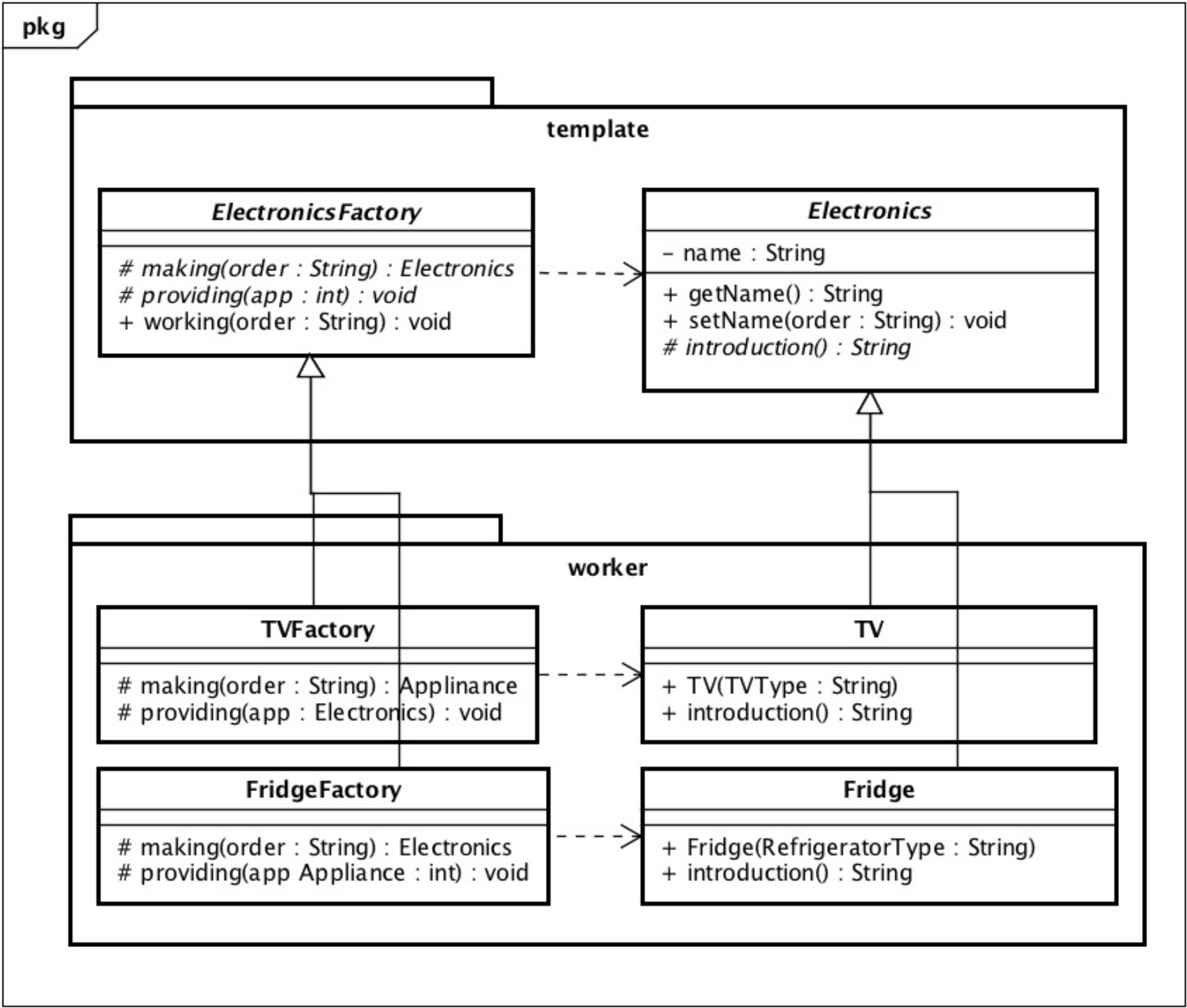


# 設計したUML図



# 作成したプログラム

## template/

### Electronics.java

```
package template;
public abstract class Electronics{
    private String name;

    public String getName(){
        return name;
    }

    public void setName(String order){
        name = order;
    }

    public abstract String introduction();
}
```

# ElectronicsFactory.java

```
package template;

public abstract class ElectronicsFactory{
    protected abstract Electronics making(String order);
    protected abstract void providing(Electronics electronics);

    public void working(String order){
        Electronics electronics = making(order);
        providing(electronics);
    }
}
```

## worker/

# FridgeFactory.java

```
package worker;
import template.ElectronicsFactory;
import template.Electronics;
import worker.Fridge;

public class FridgeFactory extends ElectronicsFactory{
    public Electronics making(String order){
        return new Fridge(order);
    }

    @Override
    protected void providing(Electronics electronics){
        System.out.println(electronics.introduction() + "で快適な生活を.");
    }
}
```

# TVFactory.java

```
package worker;
import template.ElectronicsFactory;
import template.Electronics;
import worker.TV;

public class TVFactory extends ElectronicsFactory{
    public Electronics making(String order){
        return new TV(order);
    }

    @Override
    protected void providing(Electronics electronics){
        System.out.println(electronics.introduction() + "で美しい映像体験を.");
    }
}
```

# Fridge.java

```
package worker;
import template.Electronics;

public class Fridge extends Electronics{
    public Fridge(String fridge_name){
        setName(fridge_name);
    }

    @Override
    public String introduction(){
        return getName();
    }
}
```

## TV.java

```
package worker;
import template.Electronics;

public class TV extends Electronics{
    public TV(String tv_name){
        setName(tv_name);
    }

    @Override
    public String introduction(){
        return getName();
    }
}
```

## メインプログラム

---

## Main.java

```
import template.ElectronicsFactory;
import worker.FridgeFactory;
import worker.TVFactory;

public class Main{
    public static void main(String[] args) {
        ElectronicsFactory tv_factory = new TVFactory();
        tv_factory.working("REGZA");

        ElectronicsFactory fridge_factory = new FridgeFactory();
        fridge_factory.working("Vegeta");
    }
}
```